## Story Baker Animation System: List of Macro-Actions

<table>
<thead>
<tr>
<th>Macro-Action</th>
<th>Description</th>
<th>Parameters</th>
<th>Example(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reposition</td>
<td>Reposition an actor or patient horizontally from its current position to a locationX at the height locationY &lt;br&gt;Note: The actor is automatically looking in the direction of movement</td>
<td>• locationX: can be a value (in pixels) or xLeft, xMiddle, xRight, &lt;br&gt;• locationY: can be a value (in pixels) or yGround, ySky (when ySky the actor is automatically rotated to show a fly behavior) &lt;br&gt;• reposType: Linear or Parabolic &lt;br&gt;• Speed: speed of repositioning in pixels/seconds &lt;br&gt;• Sfx: ref to an optional sfx played during repositioning. By default a linear repositioning will play (hop0.wav – hop9.wav) every time the actor bounces</td>
<td>• Reposition: 500, yGround, Linear, 200, yup.wav &lt;br&gt;• Reposition: xRight, yGround, Parabolic, 300,</td>
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<tr>
<td>Talk</td>
<td>Lips animation</td>
<td>• Speed: Speed of lips &lt;br&gt;• Size: Amplitude of mouth open &lt;br&gt;• Repeat: number of repetition &lt;br&gt;• Sfx: ref to sfx. &lt;br&gt;Note: if the sfx is laugh.wav, an array of laugh (laugh0.wav – laugh9.wav depending of the actor’s weight which is a value between 0-9) is automatically queried</td>
<td>• Talk: 400, 20, 11, laugh.wav &lt;br&gt;• Talk: 400, 20, 11, gulps.wav &lt;br&gt;• Talk: 400, 20, 11, xxx_intro.wav &lt;br&gt;Note: If the house is executing this macro-action, it will look for house_intro.wav and play the sfx with lips animation if it exists.</td>
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<tr>
<td>Emotion</td>
<td>Show an emotion</td>
<td>Type of emotion: confident</td>
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| BodyRotation| Rotate the body of the actor                                                    | Speed: degree / seconds of rotation  
Angle: angle to reach  
Counterclockwise: direction of the rotation  
Sfx: ref to sfx to play while rotating | BodyRotation: 1200, 360, true, Wzzzz.wav  
BodyRotation: 1200, 0, false, zzzzW.wav |                                                                                                                                  |                                                                                                                                  |
| Look        | Look left or right  
Note: The art has to be authored to lok toward the right direction by default | Direction: Direction toward the actor is looking |                                                                                                                                  | Look: right                                                                                                               |                                                                                                                                  |
| Depth       | Change the depth of the actor                                                   | Depth: [0..255] 0 - front, 255 – back  
Note: By default the actor/patient are place at depth of 128 with the patient at the front of the actor |                                                                                                                                  | Depth: 129                                                                                                               |                                                                                                                                  |
| Burst       | Display a burst at the front of the actor                                       | grow speed: %of scale grow / seconds  
scaleMin: starting scale  
scaleMax: ending scale  
gfxPath: optional gfx  
sfxPath: optional sfx  
Note: If no gfx/sfx is specified, the burst will be chosen from the actor metadata between: Bang, Burp, Crash, Glass, Klonk, Ouch, Urkk, Zap (querying  | Burst: .7, 0.01, 1.4, burst_glass.ktai, burst_glass.wav  
Burst: .7, 0.01, 1.4, |                                                                                                                                  |                                                                                                                                  |
| **Idle** | Stay idle while playing idle behavior. Note: The actor/patient plays idle animation burp/fart using (burp0.wav – burp9.wav / fart0.wav – fart9.wav) depending on metadata during the idle state | • Duration: idle duration in seconds  
• SfxPath: optional sfx | • Idle: 2,  
• IdleSync: |